

FSA/FTA Wagon Pack

AP

Contents

How to Install.....	2
Variants.....	3
Wagon.....	3
Container.....	4
Tanktainer.....	6
Liveries.....	7
Wagon.....	7
Container.....	8
How to Use in the Scenario Editor.....	9
How to Place.....	9
Numbering.....	9
Credits.....	10

How to Install

- 1) Locate where you have downloaded this pack and unzip it. Information on how to do this can be found [here](#).
- 2) Go to the location where you have extracted the files from the .zip file.
- 3) Now find the .exe file called 'FSA-FTA Wagon Pack'. Double-click this file.
- 4) Follow the steps and by the end of the process, this pack will have installed.

Variants

Wagon

FSA (outer)



FTA (inner)



Container

20 ft x 8 ft 6 in



20 ft x 9 ft 6 in (high cube)



40 ft x 8 ft 6 in



40 ft x 9 ft 6 in (high cube)



Tanktainer

20 ft x 8 ft 6 in



Liveries

Wagon

Railfreight Distribution



Freightliner



Container

To represent container liveries carried throughout the years, each wagon variant is divided into 3 eras; 2000, 2010 & 2020. 2000 era wagons have a selection of 20 container liveries and 2010/2020 era wagons have a selection of 24 container liveries. Railfreight Distribution livery only uses 2000 era containers.

Each wagon era variant is divided into two blueprints (ending in - **1** and - **2**). To have the fullest selection of liveries for a given era then, be sure to use a good mix of the relevant - **1** and - **2** blueprints in a consist. Ideally, we would have had just one blueprint per era, but this was found to have a detrimental effect on performance.

The livery shown is randomly selected from the choice within that blueprint.

Please see below for a comprehensive list of which liveries are included for each era:

	2000	2010	2020
APL1		2 - 1	
APL2			2 - 4
Beacon			2 - 2
CAI	2 - 1	2 - 3	2 - 6
Capital	2 - 2	2 - 4	2 - 7
China Shipping		1 - 1	1 - 6
CMA CGM		1 - 2	1 - 7
COSCO	2 - 3	2 - 5	1 - 8
COSCO Shipping			1 - 9
Dong Fang			2 - 8
Evergreen	2 - 4	2 - 6	1 - 11
Florens		2 - 7	
GE Seaco		2 - 8	
GOLD	2 - 5	1 - 3	
Hamburg Süd	2 - 6	1 - 4	1 - 12
Hanjin	1 - 1	2 - 9	
Hapag Lloyd	2 - 7	2 - 2	2 - 11
Hapag Lloyd (White)	2 - 8		
Hyundai	2 - 9	2 - 10	
Italia			2 - 5
K Line	1 - 2	1 - 5	
Maersk	1 - 3	1 - 6	1 - 3
Maersk Sealand	2 - 10	1 - 7	1 - 2
Magellan			2 - 9
MSC	1 - 4	1 - 8	1 - 5
Nedlloyd	1 - 5		
NYK Logistics		2 - 11	
ONE			2 - 1
OOCL		2 - 12	1 - 10
OOCL (Large Logo)	1 - 6		
P and O	1 - 7		
P and O Nedlloyd	1 - 8	1 - 9	2 - 3
Raffles Lease			2 - 10
Safmarine		1 - 10	
Tex	1 - 9	1 - 11	1 - 4
Triton	1 - 10	1 - 12	1 - 1
Waterfront			2 - 12

The first number is which blueprint (1 or 2) the livery is contained within and the second number is for use with the wagon number if you wish to specify a livery to be shown. More information on this can be found in the 'Numbering' section below.

How to Use in the Scenario Editor

How to Place

To place a wagon in the scenario editor, please follow the instructions below:

- 1) In the left-hand rolling stock fly-out, click the object set filter which looks like a blue box with an orange arrow to the right of it.



- 2) Go to the right-hand fly-out which should have appeared. Select 'AP' from the drop-down menu.
- 3) Tick the second & third box beside 'FSAWagonPack'.
- 4) The FSA/FTA should now be visible in the left-hand rolling stock fly-out. '20 ft' variants will only show a 20 ft container. '40 ft' variants will only show a 40 ft container. '20/40 ft' variants will show both 20 & 40 ft containers.

Numbering

When placing a wagon in the scenario editor, you are able to control a number of visual differences via the number of the wagon.

Tanktainer

Tanktainers are often not seen in prototypical consists so will not appear unless you add **;C1=13** to the wagon number. You must use a blueprint with a **- 1** suffix for this.

Tail light

Automatically, a tail light will appear at the rear of any FSA/FTA consist in the game. If you would like this not to appear, add **;TL=0** to the wagon number.

High cube

To recreate operations on routes not gauged to handle 'high cube' containers, add **;HC=0** to the wagon number. This will ensure only standard containers are shown.

To control whether an individual container is 'high cube' or not add **;HC1=x** and/or **;HC2=x** to the wagon number. **HC1** is for a 20 ft container and **HC2** is for a 40 ft container. **x** is **0** for a standard container and **1** for a 'high cube' container.

Container livery

To specify a container livery to be shown instead of allowing it to be randomly selected, add **;C1=x** and/or **;C2=x** to the wagon number. **C1** is for a 20 ft container and **C2** is for a 40 ft container. **x** is the second number listed in the table on the page above.

Example numbers

608004;C1=13;TL=0;HC=0

Key:

608004 - Wagon number

;C1=13 - Tanktainer added

;TL=0 - Tail light removed

;HC=0 - No 'high cube' containers

Credits

Master Key Simulations - Modelling & texturing (kind of, a bit, not really, but also rather a lot)

Nicolas Schichan - Scripting